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ACCOLADE
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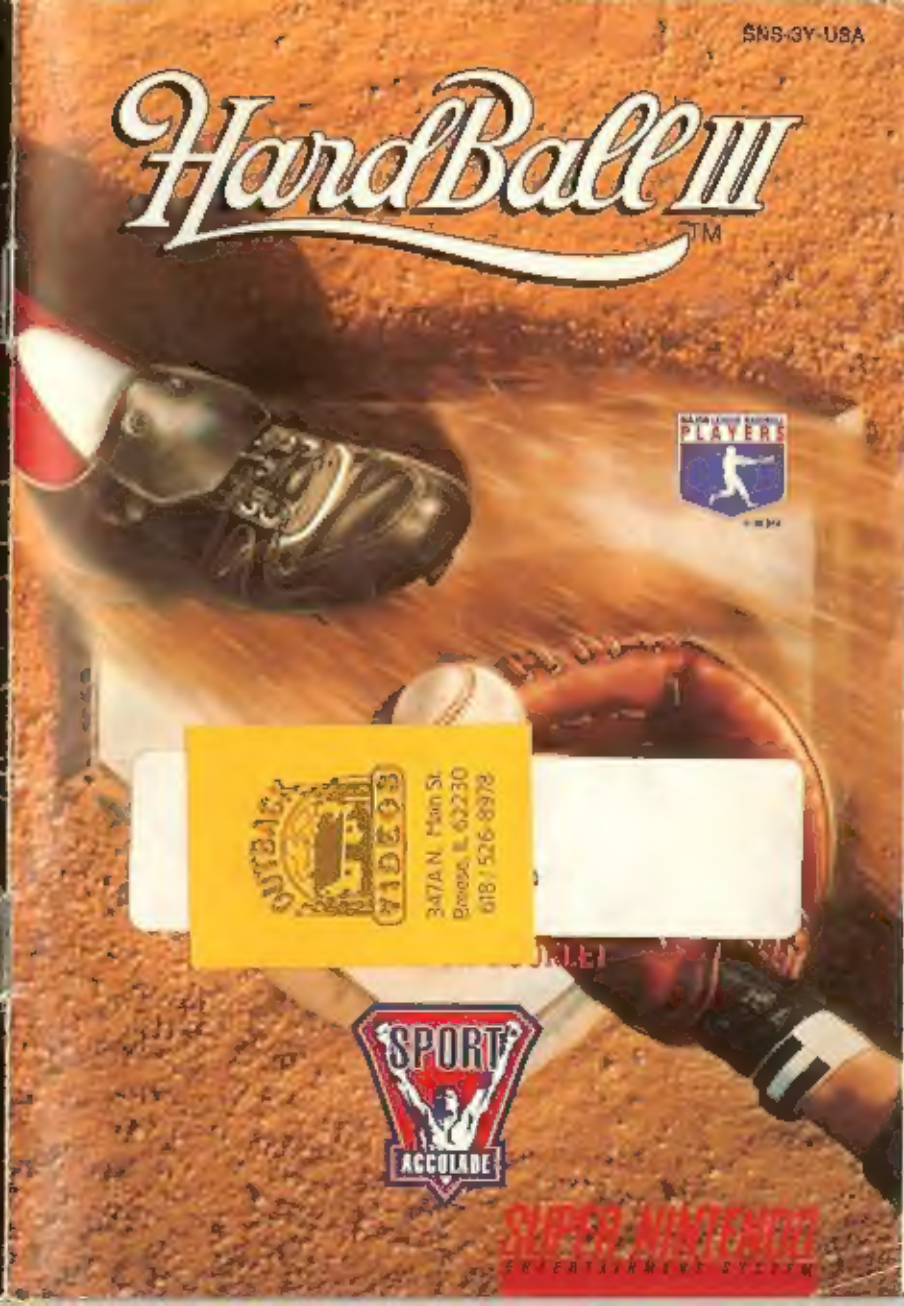
HardBall III™



Thank you for purchasing this *HardBall III* Super NES® Game Pak.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Setting Up

1. Make sure the power switch is **off** on your Super Nintendo Entertainment System. (Always make sure your system is turned **off** before inserting or removing a Game Pak.
2. Insert the *HardBall III* Game Pak into your system by following the instructions in your system manual.
3. Plug a controller into port 1. For two players, plug a second controller into port 2. If you have a mouse, plug it into port 2 to use for menu selections. To use mouse, move cursor to menu button and press either mouse button.
4. Turn the power switch on. (If nothing appears on screen, re-check your Game Pak to make sure it is inserted properly.)
5. Press **START** at the Title screen.

Taking Control

Control Pad

- Highlights menu selections.
- Selects a swing when batting.
- Advances to the next base when running.
- Used with **Button A**, retreats to the previous base.
- Leads-off. (Tap the button once or twice.)
- Steals. (Hold down the button.)
- Selects a pitch when on the mound.
- Selects an area of the plate at which to pitch. (During pitcher's windup, how long you hold down the button determines how far inside/outside or high/low the pitch will be.)
- Moves the highlighted fielder toward the ball.
- Selects a base to throw to when fielding, or on a pickoff attempt.

START

- Calls a timeout and brings up Scoreboard/Lineup screen.
- Selects default menu item and starts or returns to game quickly.

Button A

- Selects a highlighted menu item.
- Swings when batting.
- Pitches when on the mound.
- Throws when fielding.
- Switches highlighted player when fielding the ball.

Button B

- Cancels a menu selection and returns to the previous menu.
- Leap or dive for ball while fielding.
- Aborts game/batting practice from Scoreboard/Lineup screen.

Quick Start

Note: Certain options, such as **Abort Game**, will prompt you to confirm the selection by choosing **OK**, or abort the selection by choosing **Cancel**.

1. Press **START** at the Title screen to display the Main Menu. The first box on the left, **Exhibition Game**, is highlighted.
2. Press **Button A** to go to the Exhibition Pre-Game screen.
3. Highlight **Choose New Teams**, and press **Button A**. The Team Selection screen appears, listing the available teams.
4. Choose your Home Team by selecting any team (**Control Pad** to highlight, and then **Button A** to select). The Team Summary screen appears.
5. Highlight **Select**, then press **Button A** to return to the Team Selection screen. The Home Team is selected and ready to play.
6. Repeat steps 4 and 5 to select the Visitor's Team. You'll return to the Exhibition Pre-Game screen.
7. Select **Options** to view the Options Menu.

8 In the Controls box, highlight the team you want to control. Press **Button A** until the game-control icon you want (Control Pad 1 or 2, or computer) appears next to the team name. For example, if you want to use Control Pad 1, press **Button A** until the Control Pad 1 icon appears.

9 Highlight the opposing team and press **Button A** until the game-control icon you want for your opponent appears.

10 Highlight **OK** and press **Button A** to return to the Exhibition Pre-game screen (or press **START**).

11 It's game time! Select **Play Ball!** or press **START** to begin the Exhibition Game.

The Batting Options Window

Fig. 1 Batting Options Window

If you chose to control the Visitor's Team (step 8 in the previous section), you'll be at bat. (If you chose the Home Team, you'll be on the mound.)

Note: Press **START** at any time during the game to call a time out. You'll go to the Scoreboard/Lineup screen. Highlight **Play Ball!** and press **Button A** (or **START**) when you're ready to resume.

The Batting Options window shows the batter's name, uniform number, batting average and hits-to-at-bats ratio for the current game. It also lists three types of swings and a strategy option.

If you're playing against the computer, you must select **Power, Contact** or **Bunt** before the pitcher will deliver the ball. To initiate a swing:

1 Select your swing type:
- **Power:** Press and hold the **Control Pad** ▸ and press **Button A**.
- **Contact:** Press **Button A**.
- **Bunt:** Press and hold the **Control Pad** ◂ and press **Button A**.

2 The batter steps into the box and the pitcher throws the ball. (In two-player games, your opponent must select a pitch before the pitcher will throw the ball. See **The Pitching Options Window**, pg. 7).

3 Press and hold the **Control Pad** in the direction of the area of the plate in which you want to swing and press **Button A** to swing.

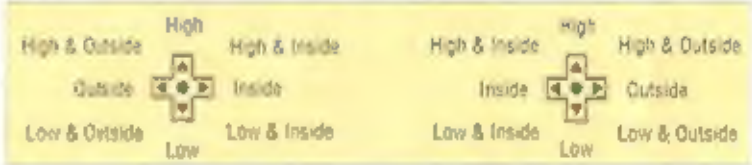

Fig. 2A
Batter View: Pitcher vs left-handed hitter
Pitcher View: Pitcher vs right-handed hitter

Fig. 2B
Batter View: Pitcher vs right-handed hitter
Pitcher View: Pitcher vs left-handed hitter

4 Repeat steps 1 through 3 before every pitch.

Note: When at bat in games against the computer, the Pitching Options window appears before every pitch. If you get a chance to glance at it, you'll see the types of pitches that pitcher can throw.

The Batting Strategy Window

Fig. 3 Batting Strategy Window

To select the **Strategy** option from the Batting Options window (Fig. 3), press and hold the **Control Pad** ▼ and press **Button A**. (The Batting Strategy window appears automatically if runners are on base). When the window appears, you can choose:

- **Instant Replay:** Press and hold **Control Pad** ▲ and press **Button A**.
- **Hit and Run** (requires at least one base runner): Press and hold the **Control Pad** ► and press **Button A**.
- **Select Swing:** Press **Button A**.
- **Steal** (requires at least one base runner): Press and hold the **Control Pad** ◄ and press **Button A**.
- **Double Steal** (requires runners on 1st/2nd base or 2nd/3rd base): Press and hold the **Control Pad** ▼ and press **Button A**.
- **Squeeze** (requires a runner on 3rd base): Press and hold the **Control Pad** ▼ and press **Button A**.

Note: If there are no runners on base, only the Instant Replay and Select Swing options will be available.

Running Bases

- To advance, press the **Control Pad** toward the next base.
- To retreat, press and hold the **Control Pad** toward the previous base, and then press **Button A**.
- To lead-off, tap the **Control Pad** once or twice in the direction of the next base.

- To steal, press and hold the **Control Pad** in the direction of the next base when the pitcher begins his windup.

The Pitching Options Window

Fig. 4 Pitching Options Window

If you chose to control the Home Team, your pitcher takes the mound. To pitch:

1 Press and hold the **Control Pad** in the direction of the pitch you want and press **Button A**. (Every pitcher will have a unique set of four pitches, ranging from his weakest to his strongest pitch.)

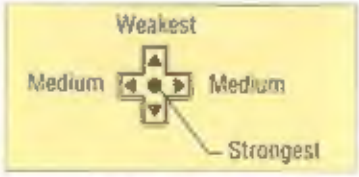

Fig. 5 Pitch Types

2 After your opponent selects a swing, the batter steps into the box.

3 To pitch, press and hold **Button A** while holding down the **Control Pad** in the direction of the area of the plate you want the ball to go (refer to Fig. 2A & 2B, pg. 5). How long you hold down the **Control Pad** during the windup determines how far inside/outside or high/low the pitch will be.

4 Repeat steps 1 through 4 for every pitch.

To attempt a pickoff, hold down the **Control Pad** in the direction of the base you want to throw to, and press **Button B** (i.e., in pitcher's view, press ◂ to throw to 1st base. In batter's view, press ▸ to throw to 1st). The attempt will always be on the lead runner (or on 1st if runners are on 1st and 3rd). You must select a pitch before attempting a pickoff.

The Pitching Strategy Window

Press and hold the **Control Pad** ▾ and press **Button A** to select the **Strategy** option. The Pitching Strategy window appears (Fig 6).

Fig. 6 Pitching Strategy Window

Choose any one of the following options:

- **Instant Replay:** Press and hold the **Control Pad** ▴ and press **Button A**.
- **Walk Batter** (intentional walk): Press and hold the **Control Pad** ▸ and press **Button A**.
- **Select Pitch:** Press **Button A**.
- **IF: Normal** (position infielders): Press and hold the **Control Pad** ◂ and press **Button A** until you see the infield alignment you want.
- **OF: Normal** (position outfielders): Press and hold the **Control Pad** ▾ and press **Button A** until you see the outfield alignment you want.

Note: See **Positioning Your Fielders**, pg. 15, for descriptions of the infield and outfield alignments.

Fielding

- Press the **Control Pad** to move the highlighted fielder to the ball.
- If a player is close to the ball, you can press **Button B** to make him dive or jump for the ball. If the ball passes him and moves closer to another fielder, press **Button A** to switch control to that player.

Note: Use the fielding marker as a visual aid to put your man in the right spot for catching the ball. See **Levels of Play**, pg. 18.

- To throw to a base, press and hold the **Control Pad** in the direction of the base and press **Button A**.

Instant Replays

1 As soon as the play is over, select the **Strategy** option in either the Batting or Pitching Options window.

2 Select **Instant Replay** from the Strategy Menu. The first frame of the last play will appear, along with the Replay control panel (Fig. 7).

Fig. 7 Instant Replay Screen

3 Use the Replay control panel to review any play:

- Press and release the **Control Pad** to view the play one frame at a time. Press the **Control Pad** ▸ for forward or ◂ for reverse.
- Hold down the **Control Pad** ◂ or ▸ to advance through the play, forward or reverse, at normal speed.
- Hold down **Button A** while pressing the **Control Pad** ◂ or ▸ to view the play at fast speed.

- You can re-locate the control panel by pressing and holding the **Control Pad** ▲ or ▼. To move it left or right, press the **Control Pad** ▲ or ▼, then, while the panel is moving, also press the **Control Pad** ◄ or ►.

4 Press **Button B** to return to the game.

Making Substitutions

1 Press **START** to go to the Scoreboard/Lineup screen (Fig. 8).

Fig 8 Scoreboard/Lineup Screen

2 Select your team's logo. The Roster screen appears.
3 Select **Sub Players**.
4 Highlight the player you want to remove and press **Button A**.
5 Either on your bench, or in the bullpen, highlight the player you want to insert in the lineup and press **Button A**. The players will exchange places.

Note: A player removed from the game cannot return. An "x" will appear next to his name on the roster.

In the Bullpen

To go to the bullpen:

1 Press **START** to go to the Scoreboard/Lineup screen.
2 Select your team's logo to display the Roster screen.

3 Select **Bullpen Status** to display the Bullpen Status window (Fig. 9). At the top of the window is the On The Mound box, which lists the following stats for your current pitcher:

- Right-handed/left-handed (**T**)
- Win/loss/save record and ERA
- Current status: OK — pitcher is strong; Tiring — start warming up a reliever; Fatigued — time to substitute; Exhausted — pitcher will be getting shelled
- Total number of balls, strikes and pitches thrown

Fig 9 Bullpen Status Window

4 Select **Warmup** to begin warming up a new pitcher.
5 When prompted, highlight the pitcher you want and press **Button A**. The words "Warming Up" will appear next to his name.

Note: A pitcher needs to warm up one inning. Bring him in early, or let him warm up too long, and his control may be affected.

Substituting a Pitcher

To bring in a new pitcher:

1 Select **Substitute** in the Bullpen Status window.
2 When prompted, highlight the pitcher you want to bring in and press **Button A**. The current pitcher will be relieved by the new pitcher.
3 Select **Return** to exit to the Roster screen.

Viewing the Box Score

To check the box score of the current game:

1 Press **START** to display the Scoreboard /Lineup screen.

2 Select **Highlights**.

3 Select **Box Scores**. An up-to-the-minute box score for the current game will appear (Fig. 10).

Fig. 10 Box Score

4 Select **Highlights** to return to the Highlights screen, or select **Return** to go back to the Scoreboard/Lineup screen.

Setting Up an Exhibition Game

Highlight **Exhibition Game** on the Main Menu and press **Button A**. The Exhibition Pre-Game screen appears (Fig. 11).

Fig. 11 Exhibition Pre-Game Screen

Choosing Your Own Team

The Exhibition Pre-Game screen shows the currently selected teams. Select **START** if you want to play with these teams. If you want to put your favorite clubs out on the field, see **Quick Start**, pg. 3, steps 3 - 6.

Notes:

If you want to edit the team's roster or use the Edit option, do so **before** choosing Select. See **Editing the Team Roster**, below. Edits made to an Exhibition Game team will not be saved after the current game.

If you own the team you select (see **Buying & Selling a Team**, pg. 21 and want to edit individual players, see **Editing Teams & Players**, pg. 21 & 24. Player edits made in an Exhibition Game will return to the default settings after the current game.

Editing the Team Roster

You can edit the team roster for an Exhibition Game, although your edits will not be saved after the current game. (Edits will be saved in League play until power down). To view your team's roster, select **Roster** on the Team Summary screen.

Fig. 12 Roster Screen

The next section explains how you edit the Roster screen. When you're finished, select **Return** to go back to the Exhibition Pre-Game screen.

Viewing Player Statistics

When you highlight a player on your roster, a baseball card appears showing his picture and valuable information (Fig. 13).

Fig. 13 Baseball Card

The stats displayed on the right side accumulate as the season progresses and **cannot** be modified.

Making Substitutions

To replace a player in the Lineup box with one from your bench/bullpen:

1 Select **Sub Players**.
2 Highlight the player you want to remove from your starting lineup and press **Button A**. The player's name will change color.
3 On the bench/bullpen, highlight the player you want to insert into your lineup and press **Button A**. The players will exchange places.

Setting Your Batting Order

The Lineup box also lists the batting order. To change it:

1 Select **Batting Order**.
2 Highlight the player in the starting lineup you want to move and press **Button A**. The player's name will change color.
3 Now highlight the location in the lineup where you want the selected player to bat. Press **Button A** again.
4 Repeat steps 2 and 3 until you have the batting order you want.

Positioning Your Fielders

You can chose from 11 different fielding alignments (five for outfield, six for infield) to position your fielders.

OUTFIELD		INFIELD	
Normal	Right	Normal	Guard Lines
In	Custom	In	Hold Runner
Left		Double Play	Custom

Note: Only the Custom alignment can be changed.

To view the different fielding alignments:

1 Select **Fielder Positions** on the Roster screen. The Fielder Positions window appears (Fig. 14).

Fig.14 Fielder Positions Window

2 Select any alignment. A baseball appears next to your selection, and the chosen alignment will appear on the field map.

Using the Custom Option

Here's how to design your own infield or outfield alignments:

1 In the Fielder Positions window, select **Custom** in the Outfield box.
2 Press the **Control Pad** ▸ and release it. The left fielder dot will blink. Continue pressing ▸ to cycle between left, center and right fielders.
3 Press **Button A** to stop the blinking.
4 Use the **Control Pad** to move the dot anywhere in the outfield.
5 Press **Button A** when you have the dot where you want it.

6 Repeat with the center and right fielders.

7 Follow steps 2 through 7 to customize your infield as well.

8 Press the **Control Pad** ◄ and then ▼ to highlight **OK**. Press **Button A** to save your new alignment.

Setting Your Pitcher Rotation

Teams are automatically assigned 10 pitchers: five starters and five relievers. Each starter will begin every fifth game. To move pitchers:

1 Select **Pitcher Rotation** on the Roster screen. A box listing your pitching staff appears (Fig. 15).

Fig. 15 Pitcher Rotation Screen

2 Highlight the pitcher you want to move and press **Button A**.

3 Highlight the pitcher you want to switch with and press **Button A**.

4 Repeat steps 2 and 3 until you have the five starters and five relievers you want.

5 Highlight **OK** and press **Button A** when you're finished.

The pitcher at the top of the list under Starters is the team's No. 1 starter and will pitch the 1st and 6th game.

Using the Options Menu

Select **Options** on the Pre-Game screen in the Exhibition Game and League Play modes, or on the Batting Practice screen (Fig. 24). (Exhibition Game, League Play and Batting Practice are available from the Main Menu.)

Fig. 16 Options Menu

Player Controls

The Controls box lists the two teams that are about to take the field. To select which team you are going to control follow the same procedure you used in **Quick Start**, page 3, #7 and #8.

Viewing Selection

Highlight one of the following views and press **Button A**:

- **Pitcher/Batter:** Pitcher view when you're on the mound, and the Batter view when you're at the plate. (In two-player games, the Home Team pitches from the Pitcher view, while the Visiting Team pitches from the Batter's view.)
- **Pitcher:** The view from behind the pitcher's mound.
- **Batter:** The view of the infield through the catcher's eyes.
- **Closeups:** Closeups can be active along with any one of the three views above. This feature lets you see close plays on the bases in a special "zoom" view. To deactivate, highlight it and press **Button A**.

Stadium Selection

Highlight the current stadium in the Stadium box and press **Button A**. Use the **Control Pad** to scroll through stadiums. Highlight the one you want and press **Button A** again.

Exhibition Game & League Play Options

The Options Menu in Exhibition Game and League Play modes also lets you set the Level of Play.

Level of Play

[illegible] of the game. To activate the options:

1. Press the **Control Pad** ▲ or ▼ to highlight options.
2. Press **Button A** [illegible]
3. When a highlighted option is on, press **Button A** to turn it off.

Manage Only [illegible] and base running. Off: You control every aspect of the game.

Pitcher Fatigue [illegible] depending upon his stamina rating. Off: Pitcher never tires.

Pitching Stats [illegible] stats. Off: All pitchers are equal.

Batting Stats [illegible] stats. Off: All batters are equal.

Running Speed [illegible] speed rating. Off: All players will run at the same speed.

Designated Hitter – [illegible] batter will not be used.

Fielding Errors – [illegible] errors will not occur.

Auto-Fielding – [illegible] base you want. Off: You control your own fielders.

Stealing – [illegible] steal bases.

Pitch to Center: On: Pitcher [illegible] the plate. Off: Pitcher can throw a pitch to any area of the strike zone.

Fielding Marker: On: A [illegible] run your fielder for the catch. Off: No fielding markers appear.

Manage Only

[illegible]

While on the field you can instruct your pitcher to:

- Intentionally walk a batter
- Attempt a pickoff (requires a base runner)
- Throw a pitchout (requires a base runner)

In addition, you can:

- Position infielders and outfielders
- View an instant replay

While batting, you can instruct your batter or base runner to:

- Take a pitch
- Bunt
- Hit and run (requires a base runner)
- Steal (requires a base runner)
- Squeeze (requires a base runner)

In addition, you can view an instant replay.

Starting the Game

[illegible] the way you want. To begin play, highlight **Play Ball!** and press **Button A**. Then refer to **Quick Start** pg. 3.

Enjoying Your Own Highlights

With the Highlights feature, you can store your plays and [illegible] them over and over. To save a play to a Highlight reel:

1. Immediately after the play, press **START**.
2. On the Scoreboard/Lineup Screen, select **Highlights**.
3. Select **Store**. The Keypad Editor appears.
4. With the **Control Pad** [illegible] enter you want and press **Button A** [illegible] Select the **left arrow button** [illegible]

5 When the highlight name is complete, select **Done** [illegible] to a reel under that name. (To close the Keypad Editor without saving the play, select **Cancel**.)

[illegible] **Instant Replays** [illegible]

To view a saved Highlight reel:

1 Select **Exhibition Game** from the Main Menu, and then select **Highlights**.
2 Select **View** on the Highlight screen. You will be prompted to "View Which Reel?"
3 Select the reel you want to view.
4 The first frame of the highlight will be displayed just as in Instant Replay, along with the Replay control panel.
5 View your highlight in the same way you took at an instant replay.

To edit the name of a saved play:

1 Select **Edit** on the Highlights Screen.
2 [illegible] **Control Pad** [illegible] change.
3 Use the Keypad Editor to edit the name in the same way you did when entering a new name.

To remove a saved reel:

1 Select **Remove** on the Highlights screen.
2 Use the **Control Pad** to select the reel you want to delete and press **Button A**.
3 Select **Return** to exit the Highlights screen.

League Play

League Play [illegible] *HardBall III*. [illegible] you'll probably want to buy and edit some of the teams in your League [illegible] two at a time.

Buying & Selling a Team

[illegible] **Playing a League Game** (pg. 29). To become a team owner:

1 Select **League Play** from the Main Menu.
2 Select the team you want to buy. The Team Summary screen appears.
3 Select **Buy Team**. The Keypad Editor appears.
4 [illegible] **Done**.
5 Select **Return** to go back to the League Play screen.
6 The name of the team [illegible]

Note: You can only own two teams at a time. [illegible]

To sell a team:

1 Select your team on the League Play screen.
2 Select **Sell Team**. You no longer own that team.

Note: When you sell a team, any edits you made to that team, its play- [illegible] be restored to the original [illegible]

Editing Teams

You can create a [illegible] team [illegible] *HardBall III*. You must own a team [illegible] edit [illegible] players (see **Buying & Selling a Team**, [illegible]).

To view the Team Editor:

1 Select **League Play** from the Main Menu.
2 Select the team you want to edit. Team Summary screen appears.
3 If you don't already own the team, select **Buy Team**. Enter a manager's name, using the Keypad Editor, and select **Done**.

4 Select **Edit** [illegible] (Fig. 7)

5 [illegible] **Control Pad** ▲ or ▼ to select the next editing option.

6 Select **OK** [illegible] changes. If you don't want to save your changes, select **Cancel**.

Note: The changes made to your team will remain effective until you sell the team or [illegible]

Changing the Team or Manager Name

1 Select the [illegible] The Keypad Editor appears.

2 Use the **left arrow button** to delete the previous name.

3 [illegible] select **Done** to save your changes.

Changing the Team Summary

You can enter up to eight lines of text to describe your team. To do so:

1 Select the **Summary** box. The Keypad Editor appears, with the Team Summary to the right.

2 Use the left **arrow button** to delete the previous summary.

3 Use the Keypad Editor to edit your team's description.

4 Select **Done** to save your changes, or select **Cancel** to close the Keypad Editor without making changes.

Changing the Team Colors

To select the cap and jersey colors your team will wear:

1 Highlight **Cap**.

2 Press **Button A** [illegible] Stop when you see the [illegible]

3 Repeat steps 1 and 2 with **Jersey** to choose a jersey color.

Editing the Team Logo

To edit the logo:

1 Select the team logo. The Logo Editor appears (Fig. 18).

2 Use the **Control Pad** to move the cursor [illegible] color you want.

3 Press **Button A** to select the [illegible]

4 From the palette [illegible] **Button B**. Place the cursor over any square.

5 Press **Button A** to apply the current color in the square.

6 Repeat steps 2 through 5 to complete the new logo.

7 Select **OK** to save your edited logo. Or select **Cancel** [illegible] Logo Editor without making changes.

Selecting the Home Field

Your team's home stadium is listed in the Home Field [illegible] your stadium, follow the same procedure in **Stadium Selection** [illegible]

Changing the Team's Star Player

[illegible] player. To change the star player:

1. Select the Star Player on the Team Edit screen. The Select Star Player lineup appears.
2. In the lineup, select the player you want as the Star Player. That player's baseball card will appear in the Star Player box.

Editing Players

To get into the Player Editor:

1. Select **League Play** from the Main Menu.
2. [illegible]
3. If you don't already own the team, select **Buy Team**. Enter a [illegible] **Done**.
4. Select **Roster** to view the Roster screen.
5. [illegible] press **Button A** [illegible] Player Editor (Fig. 19).

Fig. 19 [illegible]

6. [illegible] changes [illegible] in the rest of this section. After making a change, press the **Control Pad ▲** or **▼** to select the next option for editing.
7. Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.

Changing a Player's Name or Uniform Number

To make a change:

1. Select the name or number. The Keypad Editor appears.
2. Use the **left arrow button** [illegible]
3. [illegible] **Done** to save your changes.

Changing a Player's Position

[illegible] position. To change to a different position:

1. Select the **Pos:** box.
2. Press **Button A** [illegible] the one you want is showing.

Changing a Player's Attributes

To change a player's **Speed** (running) or **Arm** (strength):

1. Select the option you want to change.
2. Press **Button A** [illegible] (highest) until you see the number you want.

[illegible] **R** [illegible] **L** [illegible] **S**

1. Select **Bats** or **Throws**.
2. Press **Button A** until the letter you want is showing.

Editing a Player's Statistics

[illegible] To edit player stats:

1. [illegible] The Keypad Editor appears.
2. Use the left **arrow button** to delete the previous number.
3. [illegible] Keypad Editor to change the stats within these ranges: Batting Average: [illegible] Errors: 0-50; RBIs: 0-199.
4. Select **Done** to save your changes or **Cancel** [illegible] Keypad Editor without making changes.

Editing Pitchers

[illegible] **League Play** [illegible] **Roster** [illegible] want to edit.

[illegible] as in **Editing Players**.

[illegible] **Speed** [illegible] throws the ball, **Accuracy** [illegible] **Stamina** [illegible] **Changing a Player's Attributes** (pg. 25) [illegible] or throws right, left or switch hits follow the same procedure as you did in determining a player's batting/throwing hand (pg. 25).

Editing a Pitcher's Statistics

Six statistics determine how a pitcher performs on the mound and in the field. Think of each stat as an average of a pitcher's previous performances.

To change a pitcher's statistics:

1. Select the stat you want to edit. The Keypad Editor appears.
2. Use the Keypad Editor to change the stats. Use these ranges:
   - Batting Average: 000-999
   - ERA: 000-[illegible]
   - Wins, Saves, Losses, Errors: 0-50
3. Select **Done** to save your changes or **Cancel** to close the Keypad Editor without making changes.

Select Pitches

Some pitchers, blend and butter pitches a fastball for [illegible] screwball or knuckler. You can select each pitcher's [illegible] pitch, along with three others. To assign pitches:

1. In the Pitches window, select the **#1** box. This will be your pitcher's best pitch.
2. Press **Button A** to cycle through all eight pitches [illegible] one you want.
3. Repeat steps 1 and 2 to fill boxes **#2** through **#4**. Pitch **#4** is your pitcher's least effective pitch. Pitches **#2** and **#3** are average.

Starting the Season

1. Select **League Play** from the Main Menu. You'll see the Start Season screen (Fig. 21).

2. Select **Start Season**. The Select Schedule [illegible] appears with these choices: Complete (162) game schedule, Half (81) game schedule, Short (13) game schedule.

Viewing Schedules

To view the League weekly schedule

1 Select **Schedule** [illegible] appears (Fig. 22).

2 Select **Next** and **Prev** to browse through the entire season, one week at a time. The week being displayed is listed at the top of the screen. Use the **Control Pad** to scroll through the entire week.

3 Select **Return** to go back to the League Play screen.

To view a team's schedule

1 Select any team on the League Play screen to view a Team Summary screen.

2 Select **Schedule**. The opponent's logo will appear on the calendar day that game is scheduled (Fig. 23).

4 Select **Previous Month** and **Next Month** [illegible] dules for the remaining months of the season.

5 Select **Return** to go back to the League Play screen.

Resetting a Season

Is your team off to a dismal 2-10 start? Not to worry. You can reset the [illegible]

1 Select **Reset Season** on the League Play screen.

2 Select **OK** to reset the season, or **Cancel** if you change your mind.

Playing a League Game

You can play a [illegible] plays the score 3 innings at a time and the final box score.

Playing a Complete Game

To play a complete nine inning game

1 Select **Schedule** [illegible]

2 Select the game you want to play.
3 Select **Play Out In Full**.
4 The Pre-Game screen with the starting lineups for both teams will appear, along with the game's linescore.
5 See **Quick Start**, pg. 3 - 12, and **Setting Up an Exhibition Game**, pg. 12 - 20, for details on how to set up and play a game.

You can play any game on the schedule in its entirety, whether you own one of the teams involved or not. If you own a team, you must play out all of their games in full.

Note: You must select a game from the current week's schedule, which is highlighted on the monthly calendar, and you must play the games in the order they appear.

Simulate a Game

You can have the computer quickly play out (simulate) one or more games for you. All games prior to the one(s) you plan to simulate must be completed.

To simulate one game:

1 Select **Schedule** from the League Play or Team Summary screen.
2 Select the game you want to play.
3 Select **Simulate**. In seconds, the game will be played out and the final score and box score will be displayed.

To simulate multiple games:

1 Select **Schedule** from the **League Play** screen.
2 With the most current week's schedule displayed, select **Simulate**. The computer will simulate the games for the entire week until you press **START**.

Note: While simulating, the computer will stop if it reaches a game involving teams owned by the game player (an icon will appear next to the teams). These games must be played out in full.

Playing the Stars Game

This mid-season classic is held at the half-way point of full and half seasons, and before post-season play in the short season. The Stars Game features a one game match-up of the best players from both Leagues. *HardBall III* automatically selects the best players at each position. The Stars Game can be simulated or played in full just like any regular season game.

Post-Season Play

After a season is over, two rounds of playoff games begin. If two teams are tied for a division lead after a season is over, they will play a one-game playoff to determine the outright division winner. If more than two teams in a division are tied, two of the teams are randomly chosen to participate in the playoff game.

League Championships

The divisional winners in each League play a best-of-seven series (first team to win four games) to determine the League Champion. The team with the best record during the regular season will host four of the seven games. The League Champion will then advance to the World Championships against the winner of the other League.

World Championships

Both League Champions square off in a best-of-seven series to determine the World Champion. Again, the team with the best record during the regular season will host four of the seven games.

Note: Any or all League and World Championship games can be simulated or played in full, just like any regular season game.

Batting Practice (one player only)

Sharpen your skills at batting practice, just like the pros! Select **Batting Practice** on the Main Menu — the Batting Practice screen appears.

The first batting practice team will be selected automatically. To choose a different team:

1 Select **Choose Practice Team**.
2 Select the team you want. The Team Summary screen appears.
3 Choose **Select** if you want that team. Select **Return** to choose a different team.)

The leadoff hitter in the team's batting order is the one who will take batting practice. To choose a different batter:

1 Press the **Control Pad** ▲ to move onto the lineup list.
2 Move the flashing bar over the hitter you want and press **Button A**.

Editing a Roster

See **Editing Teams & Players** for instructions, pg. 21 & 24.

Using the Batting Practice Options Menu

Fig. 24 Batting Practice Options Menu

Select **Options** on the Batting Practice screen to go to the Batting Practice Options Menu. This menu is the same as the one described in **Using the Options Menu**, pg 17, with three additions: Homerun Derby, selecting pitch type and selecting pitch location.

Homerun Derby

You'll receive 20 pitches, each worth fewer or more points depending on how well and how far you hit the ball. A home run is worth 1000 points.

Select **Homerun Derby** to activate it. Then try your luck in the contest using the same button controls as for playing a game.

Selecting Pitch Types

To select the type of pitch or pitches you want thrown:

1 Select any pitch in the Pitch Types box. A baseball will appear next to it.
2 Continue selecting pitches. You can select as many types of pitches as you want.

Note: If you select two or more pitch types, they will be randomly thrown during batting practice.

3 To deselect a pitch, highlight it again and press **Button A**.

Selecting Pitch Locations

To select the pitch location:

1 Select one of the locations listed in the Pitch Location box. You can select only one location:
- **Center of Zone:** Pitches will be down the middle of the plate.
- **High/Low:** Pitches will be thrown across the plate, but to the high and low part of the strike zone.
- **Inside/Outside:** Pitches will only be thrown to the inside and outside part of the strike zone.
- **Random:** Pitches will be randomly thrown to all parts of the strike zone.

2 Select **OK** to save your changes, or **Cancel** to delete them.

Getting In Your Swings

Your team is selected, and the batter and pitcher are ready to go. It's time for some serious hitting. To begin practice:

1 Select **Start**. The playing field appears, with a batter, pitcher and catcher ready to go.
2 Select your swing from the Batting Options window. The batter will step into the batter's box and the pitcher will throw.

Note: Homerun Derby has a pre-set swing type which cannot be changed.

3 Press **Button A** to swing.
4 Repeat steps 2 and 3 for as long as you want to practice.
5 Press **START** to quit and return to the Batting Practice screen.
6 Press **Button B** to return to the Main Menu.

Using Setup

Use the Setup option on the Main Menu to customize League and playoff names, and turn the League music and menu sound off or on. Select **Setup** from the Main Menu to view the Setup screen (Fig. 25).

Fig. 25 Setup Screen

To customize League and playoff names and League logos:

1 Select **Customize** on the Setup screen.

Fig. 26 Customize Screen

2 Select the name of a League or playoff contest. The Keypad Editor appears.
3 Use the **left arrow button** to delete the previous name.
4 Use the Keypad Editor to edit the selected name.
5 To change League logos, see **Editing the Team Logo** on page 22..
6 Select **OK** to leave the screen with your changes intact. Select **Default** to return the names or logos to their original settings. Select **Cancel** to leave the screen without making changes.

To toggle the League music or menu sound off or on, select **Music On/Off** or **Menu Sound** on the Setup screen and press **Button A**.

Password

After each League game, a password is generated by the computer – write it down. When you enter a password, the season standings associated with that game will carry over.

Fig. 27 Password Screen

To view the password after a League game:

1 Select **League Standings** from the Scoreboard Lineup screen to go to Season Standings screen.

2 Select **Password** to view the Password screen. The current password will be displayed.

To enter a password and continue a season:

1 Select **Password** from the League Standings screen.

2 Select **Enter New Password**.

3 Press ◄/► /▲/▼ on your **Control Pad** to highlight a character on the Keypad Editor, then press **Button A**.

4 When the password is complete, select **Done**.

Note: Player stats for the season, listed on the right side of each baseball card, will be reset after you power down or resume season play with a password.

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